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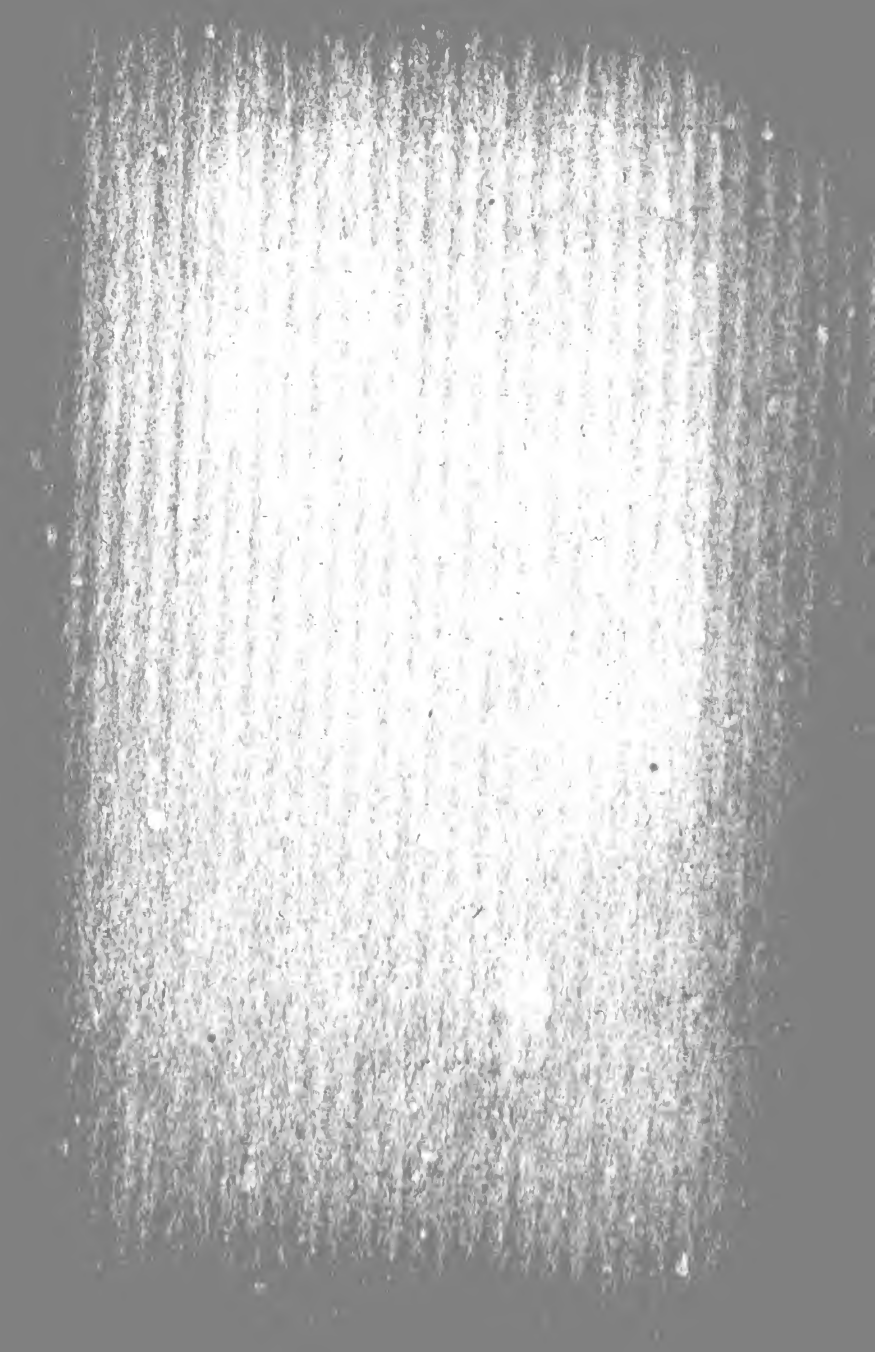

Hawley, G. M. B.

# ROYALTON

## A GAME OF AUCTION BRIDGE WHIST

GENEVA, NEW YORK
1915

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# PREFACE

The following pages will, by some, no doubt, be considered audacious, but, with whatever boldness, it is with a sincere conviction that two years of test and practice, may develop, at least, an encouraging step toward a permanent form of the game.

No doubt this treatise will call forth severe criticism; but, it is hoped, that being based upon both theory and practice, the soundness of which may be easily determined, it will merit indulgence. It is published at the earnest solicitation of the many who have studied and practiced it.

Geneva, N. Y., March 1, 1915. G. M. B. H.

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TO

THE MANY FRIENDS

WHO HAVE ENCOURAGED

ITS PUBLICATION,

THIS BOOK IS

RESPECTFULLY DEDICATED

# ROYALTON

## CHAPTER I

During the latter part of 1912 the author undertook to develop, in connection with the bidding in Auction, a system which would avoid conventional bids, without merit in themselves, in order to convey information, and, if possible, to confine the bidding to definite and fair information to be found within the hands. The system was completed, and the manuscript ready for the press, when from every quarter appeared the interloper lily or "royal spades."

This condition of radical and frequent changes seemed convincing that the game of Auction was unsatisfactory, or changes would not be suggested or adopted, and, to this end, it was self-evident, that some limit must be reached in order to standardize the game.

If then, the causes and reasons underlying this series of changes could be definitely determined, it should be possible to fix the logical limit, and the game of Auction would then assume a fixed and standard form.

A complete history of Auction, developed through its forerunners Bridge and Whist, the latter the most popular and standard game with cards ever known, should, in a large measure, determine the salient features of the final game. Equally important, however, are the changes themselves,

which have been made from time to time, for they should indicate the end toward which the game is tending.

The development of Auction has occasioned controversies of no greater degree than Whist suffered during its two hundred years of popularity as the king of games. Whist and Bridge having furnished the greater portion of the game of Auction, it is not surprising that controversies should be centered upon the bidding and scoring, the essential and distinguishing features, in order to provide a game, satisfactory in form, as a substitute for Whist.

Whist became unpopular, because it had been reduced to a practical science—Bridge gave way to Auction because of its own imperfections—Auction will increase in popularity in proportion as its development approaches a scientific solution, and the correction of its imperfections, and it then becomes a game in which there are unlimited opportunities for the exercise of skill, thus enabling the opponents to turn the chances in the cards.

An unequal contest soon loses its interest, and this was the cause of the downfall of Bridge. Success is the incentive in all games, and that system alone will survive in Auction which in elimination of chance and the production of opportunities for skill, develops an equal contest.

The game of Auction will advance then in proportion as the excellent parts of Whist are retained, with the attractive features of bidding added, and such limitations provided that the former are not destroyed.

The system herein proposed is in a way radical in its nature, yet, it is believed, that in it will be recognized the

theories underlying the many changes now adopted and continually being proposed.

Discarding the manuscript on the present system of bidding early in 1913, and proceeding upon the theories developed by the changes made and proposed at that time the following conditions appeared to exist:

*First:* The system of arbitrary values, ranging from 2 to 12, was unsatisfactory because of the inequality due to values disproportionate to the real merit in the hands themselves, and resulting in skill being overwhelmed by chance.

The reduction of the no-trump to 10 and raising clubs to 6 and diamonds to 7 in a measure temporarily satisfied, but soon we find the "interloper" lily, two values for spades, yet one in play, in order to complete a continuous series from 6 to 10, leaving the lonely spade at 2 to represent the compulsory bid of the dealer, or to convey information of weakness, unnecessary, undesired and it may be improper.

The present system, with values from 6 to 10 and spades at 2, had hardly become accepted, when the nullo appeared, first at 10, then at 9, and finally at 8, but below hearts. It will thus be seen that, in the endeavor to duplicate values, the nullo became a half bid between diamonds and hearts, and finally quieted down at the center of this whirlpool of changes.

In March, 1913, the system of bidding herein developed was completed, and for a period of six months was tested under continuous and comparative play by the same methods formerly used in Duplicate Whist, and for more than a year and a half has been circulated and played in many of the large cities. It is gratifying to learn that wherever this system

has been introduced it has superseded all present systems, and during the entire time neither experts, to whom it has been submitted, nor the casual player has desired any changes.

The publication of this treatise is due to the earnest solicitation of the many experts and critics to whom it has been submitted, and its devotees are now numbered in the thousands. It is not to be expected that it will be received without opposition, but it is hoped the patience and indulgence of the reader will produce the same confidence which it now enjoys from all those who have unconditionally accepted it.

Nothing can more clearly define the ultimate limit of these changes than the trend of those which have taken place. This logical limit requires the discarding of all arbitrary and unscientific values, and their unification into a single value for each and every trick odd beyond the book of six.

This value was placed at 10 for each trick odd and still remains, in part to satisfy the lover of no-trump, and partly to simplify the score.

The production of a real contest and the demand for the exercise of skill is thus obtained. The play for the tricks odd with the spade trump is as skillful as with the club, diamond, heart or royal spade, but varies with the no-trump declaration, which creates a different condition, both in bidding and the play.

There has been great opposition to the nullo declaration, particularly, it would seem from its interference with the arbitrary system of values and having no logical place, unless as a half bid or above the no-trump, which latter place it could not hold against the prejudice in favor of that declara-

tion, not because of the scientific importance of the no-trump as a final declaration in the game, but because of the fact that with the fewest number of tricks a player could go game. In proportion to the real value of the nullo, as an addition to the game, there was no niche prepared to receive it, and, in the tendency to equalize values. it found its final resting place. The trump declaration more often being the safer, judgment is subrogated to value with the no-trump, which prevented the nullo from assuming its proper importance above it, even though arbitrary values were used.

It is not the purpose here to enter into any controversy over the nullo; that they have survived is due to the able and persistent efforts of Miss Irwin; that this prejudice and opposition will readily disappear there can be no doubt when the cause is removed by the equalization of all values, and the nullo expert will welcome it in its proper place, the highest declaration. The precariousness of the nullo declaration, the skill required to properly execute the play, and its true value in the game is clearly developed in the play of this system. Formerly the nullo struggled for existence, but it should, and here merits its proper reward.

In any event, experience with this system has shown that the no-trump, having lost its fictitious value, skill and judgment become the test, and it is rarely the final declaration. With a test of seventy-two hands it was but once the final declaration, and then because of an error in the partner's support.

There are thirteen tricks of four cards each, and the skill in the game of Whist, Bridge or Auction is directed to success

attending the taking of the "odd" or thirteenth trick, or more, the advantage to be sought is the number of tricks odd beyond six by either side, and not arbitrary score values therefor.

A scientific system then should be based upon a single value for these tricks odd, and the reward should be the same for each and every one, whatever the declaration.

Presuming then that the history of the game of Auction and the study of the series of changes develop the logical limit to be this single value for each and every trick odd, let us consider what two years of experience has developed in the game, with this system.

*First*: It has removed, with rare exceptions the deplorable and annoying complaint with regard to poor cards, since the two hands become amalgamated into a single play and the unfairness in the arbitrary values being removed, it has minimized chance and increased possible skill by developing a fair and equal contest, the opponents being satisfied that they have had their "day in court." As expressed by one experienced in the game, "chance in other systems reigns supreme, and skill more often than not is relegated to minimize the loss, while the resultant, the score, becomes a balance sheet of chances—a flirt with chance and a wink at skill."

*Second*: No system approaches perfection in a bidding game, except in proportion as it develops from the cards the opportunity of forcing the successful bidder to reach the highest declaration which the two combined hands contain as to character and number of tricks odd.

The experience with this system has shown in this respect that a trick odd above the declaration is a rare experience,

and that the greatest skill must be summoned by the declarant to fulfill his contract. An error is fatal to his success. In seventy-two test hands fifteen scored over tricks, eleven failed to fulfill the contract, and forty-six fulfilled the contract as declared, and no more.

*Third*: No system approaches perfection in the game of Auction which will not produce out of the four hands that bid, in character and number, which is the best possible successful declaration which can be made.

That this system advantageously used does generally produce the final declaration as to character and number in accordance with the highest and best declaration contained in the four hands is easily developed when it is understood and properly played.

The game is called "Royalton" because of the royal bid which has been developed in each and every declaration.

From the inception of the game of Auction the bidding has proceeded upon two theories: First, the advantage to be obtained by the declarant fulfilling his contract; and second, the advantage of opponents in penalizing declarant for undertricks, thus abandoning the purpose of the declaration, the goal for game and rubber.

To this end "pushing" bids have usurped in a large measure the real object of the game, and have turned judgment often into "bluff" akin to poker and other games where personality and chance reign supreme.

Under former systems the pushing habit, even within reason, has played too great a part in the final score. Especially is this true as advised by many authors, when the

declarant robs the merit bid of the play, preferring to accept a double or a moderate loss to prevent game and rubber, and the careful or conservative player, unlike poker, has no opportunity "to call."

The habit or custom of pushing is neither strategy nor science, in the development of the score toward game and rubber, and at least an opportunity should be granted to the meritorious bidder "to call."

It is self-evident that two odd in one suit declaration is as hard to play as the same bid in any other suit, and that bid should survive, and its declarant play, in which the greater merit exists. To this end, the tricks odd taken being the test of skill, it is improper that the weak bid, (merely because some series of ascendant bids is necessary to create the game,) should outrank another on an equal number of tricks odd, merely because of the relation which exists in the series. The system therefore develops that a meritorious bid may "call" the pushing bid, or outrank an equal bid for tricks odd by bidding his lower declaration as a "royal." For example, A has declared three spades, and an opponent three hearts. A is convinced either that the opponent is pushing him beyond his judgment, or that three hearts is not as meritorious as the three spades. Accordingly he calls the opponent on both or either theory, and raises his three spades to three spades "royal." The effect of this is, that without gaining any value per trick on his score for game, if he fulfills his contract of three spades, A loses 100 per trick if he is unsuccessful. In effect, so far as the penalty is concerned, he calls the opponent's bluff by risking 100 to 50 that his three spades is a more meritorious declaration than the opponent's three hearts.

The royal, allowing as it does the two bids for the same number of tricks odd, in effect creates a half bid, although the penalty being doubled it is more effective and serves as a two edge sword.

Since the aim and object of this system is to unify all values into one, discarding all arbitrary values, the royal or half bid, directed as it is to the principle of tricks odd, furnishes one of the most important elements of the system, since in practice it nullifies what otherwise remains as the last element of arbitrary values, the series of ascending positions in the bidding which any game of Auction requires, for the series, spade, club, diamond, heart, no-trump, and nullo, must in the first instance remain, or a game of bidding or Auction could not exist. So that even here we find, through the "royal," the practical unification of this ascending series, and the arbitrary values.

So far then as the bidding is concerned, in this system the following order is maintained in the declaration, the number of tricks odd counting 10 each toward game if declarant is successful. The order of the series is spade, club, diamond, heart, no-trump, nullo.

In defence of this order it may be well to outline the experience with this system in order to satisfy the incredulous as to its wisdom.

In the first place, as has been explained, the no-trump bid, heretofore attractive because of its arbitrary value and the ability to go game in the least number of tricks, determines its own true value when it is the final declaration in not more than one hand in seventy-two. The fact of the matter is,

and, it is presumed that but few will consider this statement as anything but heresy, the no-trump bid from its real importance as a final declaration should be placed below the spade, and therefore the lowest declaration.

## THE NULLO

In many parts of the country the clubs and players still hesitate to accept the nullo, and, but for the perseverance of Miss Irwin, it would probably have disappeared from the game.

In former systems of bidding this feeling can be readily understood, since the effect of the nullo bid is in the nature of a disturber of the peace, but this condition is due to the system of arbitrary values alone, which, in this system, is discarded, and therefore the feeling respecting the nullo will disappear when its value is appreciated, not only as a declaration as proper as the no-trump, but the most precarious of all and the most difficult to play. If it be remembered that the primary object of the present system is to minimize the chance of the cards and increase opportunities for skill, the merit of the nullo declaration cannot be doubted, and experience has shown in this system that one of the principal advantages, the production of the best possible declaration in the four hands and the maximum declaration possible to be played successfully, is best produced with the assistance of the nullo.

The nullo expert will undoubtedly welcome this declaration in its proper place, at the top of the series. It must be noted, however, that objections to the nullo in this system should

not be predicated upon the prejudice raised in any other system of bidding.

If the nullo is to be discarded, so should the no-trump, for in Whist there were but the four suits, and the no-trump "*to lose*" is as logical as the no-trump "*to win*," if either is to retain a place in Auction.

The nullo on the other hand finds frequent play as the final declaration, while the no-trump rarely, if ever; the proof is too convincing for argument. The no-trump, constituting the greatest favorite under other systems, due only to its value, is a most valuable asset here, in that honest information, strength, can be developed. Its value under this system has been reduced to an honest call for the partner's best suit, and this call is mandatory. The suits and nullo, once developed immediately relegates the no-trump to the "call" alone, and, with the numerous bids possible, including the "royal," on each plain declaration, fear of the no-trump declaration is developed and logically it is out of the running, except against possible high nullo declarations, where preference to the nullo declaration has prevented the disclosure of the real location of the suits, a rare condition. This experience is self-evident after familiarity with the system.

In the original manuscript, under the former systems, were advocated many radical changes, which are here introduced, no reason being found or advanced for abandoning them.

## HONORS

Whist, the king of games of cards, within the experience of the author, counted honors, which were later properly dis-

carded, and never thereafter found a place. The object of this system, to minimize the chance and increase the skill, requires the discarding of the honors, not only as unscientific, but because this chance in the cards is too often used to make an unsuccessful declaration, counting on chance for the honors to cover the score lost and prevent a merit declaration from the play, and possibly game and rubber.

The honors in connection with this system are therefore discarded.

### DEALER "NO BID"

This was advocated strongly upon the theory that as every other hand had the privilege of declaring or passing, it was absurd not to allow the dealer the same privilege, a possible chance at strategy, instead of compelling a declaration of weakness when it might not be desired. The only argument advanced against it was that each dealer was so penalized in his turn. That four wrongs make a right is hardly convincing.

### LITTLE SLAM—GRAND SLAM

It was advocated that these should be discarded as an honor or bonus score unless they were declared. In former systems the bidding of a Little Slam or Grand Slam was so rare that it was an astounding bid, and with all systems of arbitrary values, how frequently we find the weak and impossible hands thus severely penalized by the bonus for the excess of chance playing into the hands of declarant. Tricks odd in excess of the declaration are usually found in the system of arbitrary values. On the other hand, in this system extra tricks odd with the bidding in the hands of experienced play-

ers, are rare, and the declarant must bid the Little Slam or the Grand Slam and fulfill his contract to obtain this reward, which is justly merited. The bonus score for the Little Slam is 100, and for the Grand Slam 250. Consider that the attractiveness of these rewards is an assistance to the weaker hands and merited if successful.

### THE GAME

Heretofore a game has been 30 points, but, under the present system, experience has developed that each and every set of four hands contains a declaration from which four tricks or more odd can be made. This system has shown that this best declaration is generally developed, and that, if the game is left at three tricks odd or 30, practically every successful hand is a game, and therefore the game is raised to 40, or four tricks odd, which will soon be found to be the proper amount and satisfactory in its results.

### THE DUMMY OR OPEN HAND

Giving up of the open hand, was advocated, and thus make the game of Auction one which contains all of the attractive features and the science of Whist combined with the good features of bidding. Owing to the fact that this proposition has received little response from the multitude of players, but not the expert, on account of the attractive features of the open hand, this change is not here proposed, but after more than a year of play without the open hand, this change is suggested to those who are devotees of Whist, and to whom the games of Bridge and Auction have never been a real substitute.

## BRIDGING

Bridge Whist, in the greatest degree of any of these variations, was true to its name, for it partook of the game of Whist in the main, with the addition of the open hand, and also an element of bridging, but only with regard to the bid. On the other hand, Auction Bridge Whist is a misnomer, since the game has become one of conversation through the conventions established for conveying information, such as the spades and others, until little if any, of real Whist is left. Certain it is that the element of Bridge or bridging was unheard of in Auction until the advent of the nullo, and this being the negative of no-trumps, encouraged everything connected with it to be bid, played and counted in the reverse.

It is fundamental that the game of Whist, Bridge, or Auction is a game of two hands combined as one against the opponent's hands, and that the bidding and play should be restricted to meritorious, fair and honest information, developed from and within the cards themselves. Every opportunity within such proper limits should be granted, in order to obtain the best results and give full license to strategy and skill, too often not considered, when in reality one of the greatest weapons of offense and defence. Since then the partners are playing together, not for the best results that the particular declarant may be able to produce, but for the best result that the two hands and the two partners can produce, it is self-evident that if, for any reason, since there is going to be an open hand, the declarant upon whom the burden of the play has fallen, should determine that the greatest offense or defence can be made by bridging the play, fundamentally the

two hands being considered as one, and, therefore, the two partners considered as one, each and every declarant should be entitled, without suggestion or assistance from his partner, to determine whether the play of the hand should be bridged to his partner. As a mere suggestion, would it not often happen that the odds of chance and skill would be more nearly equalized if this privilege were granted?

This suggestion of bridging all hands, at the option of declarant, did not find a ready acceptance: The only argument urged against it is that, in case of the double with a no-trump declaration, the declarant might find an avenue to escape by reversing the lead. Since, however, the no-trump has practically disappeared in this system as a final declaration, such argument would now seem futile, and, while the matter is here discussed, for the present, at least, it is not here included. If this strategy is to be denied the declarer of suits, it should not in any event be denied to the declarer of the nullo, (whose bid, it may be, has been unsupported by his partner). If in his judgment he wishes to play the combined hands for all they are worth, and can, with the knowledge that his may become the open hand, so guard the deficiencies in his partner's hand, (called by silence or by a covering bid) he should be entitled to this privilege, not only because of the danger which he voluntarily faces, but at the same time to protect and retain the real value of the nullo—a most potent factor in producing the results which are claimed for this system.

### DUMMY

Heretofore "Dummy" has been allowed all kinds of privileges. A few only of the average players know just what these privileges are, and but a few of these realize and observe them. The logic of these privileges is not apparent and certainly contributes nothing to the play or skill of the game. If, as in Whist, there be no open hand, such conversations and privileges would be deplorable and condemned, and with what sort of reasoning can they be justified with an open hand? The privileges of the Dummy are therefore here curtailed, and if the open hand should be discarded, the reasons for discarding it now will become self-evident.

In conclusion, this system is submitted to the student of Whist, Bridge and Auction. To the Whist student no doubt it will appeal, as it has appealed to many who have never been enthusiastic Bridge or Auction players. To the Bridge and Auction players it should appeal since it is based upon two years of test and practice, and it is believed that the exercise of a little patience and indulgence, until the system is understood, will show convincingly that it has removed most of the objectionable features to the Whist and Auction player, and removed the necessity for the continual changes which have been proposed and adopted from time to time in the past.

As a summary it is suggested that in this system,

1. The game of Royalton is considered a contest of a combination of two hands and two players against two opposing hands and opponents.

2. That an equal contest is the proper spirit and attractiveness in all games.

3. That this system produces more nearly than any other (a) the best possible declaration to be found in the four hands. (b) the highest bid for tricks odd possible to fulfill the contract in that declaration.

4. That the best and highest declaration being produced, the skill and strategy of declarant is taxed to fulfill the contract, thus encouraging the exercise of both.

5. That arbitrary values are discarded and the proper goal is placed with the comparative bid upon tricks odd.

6. That chance is minimized and the opportunities for skill and strategy increased.

7. That the bidding necessarily is confined within limits of merit within the cards themselves, conventions being superfluous since the game becomes one of deductions and inferences.

8. That a bid upon merit cannot be forced to an additional trick odd, through unwise or improper bidding of opponents, or because of a pushing bid.

9. That by means of the "royal" bid in all declarations the merit bid finds protection.

10. That the scoring is easily understood.

11. That the Little Slam and Grand Slam can be rewarded only when declared and successful.

12. That the honors do not play any part in the game, being due entirely to chance, and are therefore discarded.

13. That the system develops universal satisfaction amongst players, whatever their cards, since with the nullo and the "royal" bid, declarant cannot overwhelm the poor hands, and the weak hand feels that it has had "its day in court."

14. That the no-trump declaration is rarely a final bid, but a logical and effective call for the partner's best suit to develop a suit declaration, which in most cases is a safer play, and that the attractive features of the no-trump declaration have heretofore been fictitious, except as to high arbitrary value and the greatest chance of going game.

15. That the nullo is as logical as the no-trump, and, in fact, a potent factor in equalizing the chance in the cards, and assisting in one of the main results to be obtained, the best possible declaration and the highest tricks odd.

16. That the declarant rarely scores when successful more tricks odd than his bid, showing that with this system full value in the bids is obtained.

17. That in the average hand the best possible declaration in the four hands, as shown by the bidding and the score, will produce more than an average of three tricks odd per hand, and therefore that if the game is left at three tricks odd, or 30, with rare exceptions, every hand would constitute a game, if the declarant fulfilled his contract, and therefore that the game should constitute four tricks, or 40.

18. *Bridging.* The game becomes Auction Bridge Whist because declarant of the nullo may on his own initiative bridge the play to his partner and place his own hand as dummy.

19. Familiarity with this system will, it is believed, create a greater interest in the game for all alike. The experience has been universal wherever it has been introduced, that those familiar with it have discarded the other systems.

## CHAPTER II

# LAWS

### FORMING TABLES

1. Those first in the room have the prior right to play. Candidates of equal standing decide their order by cutting; the four who cut lowest play first.

2. Six players constitute a complete table.

3. After the table has been formed, the players cut to decide upon partners. The two lower cuts play against the two higher. The lowest cut is the dealer, who has his choice of cards and seats, and, having once made his selection, must abide by it. The dealer may consult his partner as to such choice before making his decision.

4. The right to succeed players as they retire is acquired by announcing the desire to do so, and such announcements in the order made, entitle candidates to fill vacancies as they occur.

### CUTTING OUT

5. If, at the end of a rubber admission be claimed by one or two candidates, the player or players who have played the greatest number of consecutive rubbers shall withdraw; when all have played the same number they cut to decide upon the out-goers; the highest are out.

## RIGHT OF ENTRY

6. At the end of a rubber a candidate is not entitled to enter a table unless he declare his intention before any player cut, either for partners, for a new rubber, or for cutting out.

7. In the formation of new tables candidates who have not played at an existing table have the prior right of entry. Others decide their right to admission by cutting.

8. When one or more players belonging to an existing table aid in making up a new one, which cannot be formed without him or them, he or they shall be the last to cut out.

9. A player belonging to one table who enters another, or announces a desire to do so, forfeits his rights at his original table, unless the new table cannot be formed without him in which case he may retain his position at his original table by announcing his intention to return as soon as his place at the new table can be filled.

10. Should a player leave a table during the progress of a rubber, he may, with the consent of the three others, appoint a substitute to play during his absence; but such appointment becomes void upon the conclusion of the rubber, and does not in any way affect the rights of the substitute.

11. If a player break up a table, the others have a prior right of entry elsewhere.

## CUTTING

12. In cutting, the ace is the lowest card; between cards of otherwise equal value, the heart is the lowest, the diamond next, the club next, and the spade highest. The lowest card cut wins the cut.

13. Every player must cut from the same pack.

14. Should a player expose more than one card, his cut is void and the cards must be re-cut.

### SHUFFLING

15. The pack must not be shuffled below the table nor so the face of any card be seen.

16. The dealer's partner must collect the cards from the preceding deal and has the right to shuffle first. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last, but should a card or cards be seen during his shuffling or while giving the pack to be cut he must re-shuffle.

17. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer, where they must remain untouched until the end of the current deal.

### THE DEAL

18. Players deal in turn; the order of dealing is to the left.

19. Immediately before the deal, the player on the dealer's right shall cut, so that each packet contains at least four cards, and also complete the cut. If, in or after cutting, and prior to the beginning of the deal, a card be exposed, or if any doubt exist as to the place of the cut, the dealer must re-shuffle and the same player must cut again.

20. After the pack has been properly cut, it should not be re-shuffled or re-cut except as provided in Law 19.

21. Should the dealer shuffle after the cut, his adversaries may also shuffle and the pack must be cut again.

22. The fifty-two cards must be dealt face downward. The deal is completed when the last card is dealt.

23. In the event of a misdeal, the same pack must be dealt again by the same player.

### A NEW DEAL

24. There *must* be a new deal:

(*a*) If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.

(*b*) If, during a deal or during the play, the pack be proven incorrect.

(*c*) If any card be faced in the pack, or be exposed during the deal in any manner or place whatsoever.

(*d*) If any player have dealt to him a greater number of cards than thirteen, whether discovered before or during the play.

(*e*) If the dealer deals two cards at once to a player, and does not correct the cards before proceeding with the deal, so that they fall in proper rotation.

(*f*) If the dealer omit to have the pack cut, and either adversary calls attention to the fact prior to the completion of the deal, and before either adversary has looked at any of his cards.

(*g*) If the last card does not fall in its regular order to the dealer.

(*h*) If the dealer or his partner exposes any card after the deal and before the final bid is made.

(*i*) If either of the dealer's opponents expose a card after the deal and before the final bid is made.

(*j*) If the dealer or his partner looks at any card before the deal is completed.

25. Should a correction of any offence mentioned in Law 24 (*f*) not be made in time, or should an adversary who has looked at any of his cards, be the first to call attention to the error, the deal stands and the game proceeds as if the deal had been correct, the player to the left dealing the next. When the deal has been with the wrong cards, the next dealer may take whichever pack he prefers.

26. If, prior to the cut for the following deal, a pack be proven incorrect, the deal is void, but all prior scores stand.

27. The pack is not incorrect when a missing card or cards are found in the other pack, among the quitted tricks, below the table, or in any other place which makes it possible that such card or cards were a part of the pack during the deal.

28. Should three players have their proper number of cards, the fourth, less, the missing card or cards, if found, belong to him, and he, unless dummy, is answerable for any established revoke or revokes he may have made just as if the missing card or cards had been continuously in his hand. When a card is missing, any player may search the other pack, the quitted tricks, or elsewhere for it.

If before, during, or at the conclusion of play, one player holds more than the proper number of cards, and another less, the deal is void.

29. A player may not cut, shuffle, or deal for his partner if either adversary object.

## THE DECLARATION

30. The dealer, having examined his hand, must declare to win at least one trick "odd," either with a specified suit, or

at no-trump, or to compel the opponents to take at least one trick "odd," at nullo, or the dealer may declare "no bid".

31. After the dealer has declared, each player in turn, beginning on the dealer's left, must pass, make a higher declaration, double the last declaration, or re-double a declaration which has been doubled, subject to the provisions of Law 45.

32. Whenever a player has declared any number of tricks "odd" in a specified suit, no-trump, or nullo, any other player in turn may make a declaration of an equal number of tricks "odd" royal, which shall constitute a higher declaration than any plain declaration of an equal number. The royal bid entitles the declarant, if successful, to count only 10 for each trick "odd", but if unsuccessful, entitles the opponents to score in the penalty score 100 for each under-trick of declarant.

33. A player in his turn may overbid a previous adverse declaration any number of times, and may also overbid his partner or his own declaration, but he cannot overbid his own declaration, which has been passed by the three other players.

34. The player who makes the final declaration must play the combined hands, his partner becoming dummy, unless the suit or no-trump, finally declared, was bid by the partner before it was called by the final declarer, in which case the partner, no matter what bids have intervened, must play the combined hands. If the declarant's bid is a nullo, then, without consultation with his partner, the declarant may pass the play of the combined hands to his partner, and himself become dummy. This privilege of bridging the play of the nullo by declarant to his partner shall remain until such time

as the declarant shall have bridged the play to his partner, or shall have called the lead from the opponent on his left.

35. When the player of the two hands (hereinafter termed the declarer) wins at least as many tricks odd as he declared, he scores the full value of the tricks odd won at 10 per trick toward game, unless doubled, or doubled and re-doubled, as provided in Law 83.

36. When the declarer fails to win as many tricks odd as he declares, neither he nor his adversaries score anything toward the game, but his adversaries score in their penalty and bonus column 50 points for each under-trick (that is each trick short of the number declared). If the declaration be doubled, the adversaries score 100 points for each under-trick; if re-doubled, 200 points for each under-trick. If the declaration be a royal and be doubled, the adversaries score 200 points for each under-trick, and if re-doubled 400 points for each under-trick.

37. If a player made a declaration out of turn, either adversary may demand a new deal, or may allow such declaration to stand, in which case the bidding shall continue as if the declaration had been in turn.

If a player pass out of turn, it shall be considered as a bid out of turn.

38. If a player make an insufficient or impossible declaration, either adversary may demand that it be penalized. The penalty for an insufficient declaration is that the bid is made sufficient in the declaration named and the partner of the declarer may not further declare unless an adversary subsequently bid or double. The penalty for an impossible declara-

tion is that the bid is made seven in the suit named and the partner of the declarer may not further declare unless an adversary subsequently bid or double. Either adversary, instead of penalizing an impossible declaration, may demand a new deal, or that the last declaration made on behalf of his partnership become the final declaration.

39. If a player who has been debarred from bidding under Laws 38 or 50, during the period of such prohibition, make any declaration (other than passing), either adversary may decide whether such declaration stand, and neither the offending player nor his partner may further participate in the bidding even if the adversaries double or declare.

40. A penalty for a declaration out of turn (see Law 37,) an insufficient or impossible declaration (see Law 38), or a bid when prohibited (see Law 39) may not be enforced if either adversary pass, double, or declare before the penalty be demanded. When the penalty for an insufficient declaration is not demanded, the bid over which it was made may be repeated unless some higher bid have intervened.

41. Laws which give to either adversary the right to enforce a penalty do not permit unlimited consultation. Either adversary may call attention to the offense and select the penalty, or may say "Partner, you may determine the penalty," or words to that effect. Any further consultation is prohibited. "Partner, will you select the penalty, or shall I?" is not permitted. And if any other consultation take place, the right to demand any penalty is lost. The first decision made by either adversary is final and cannot be altered.

42. At any time during the declaration, a question asked by a player concerning any previous bid must be answered, but, after the final declaration has been accepted, if an adversary of the declarer inform his partner regarding any previous declaration, the declarer may call a lead from the adversary whose next turn it is to lead. If the dummy give such information to the declarer, either adversary of the declarer may call a lead. A player, however, at any time may ask what declaration is being played and the question must be answered.

43. A declaration or pass, legitimately made, cannot be changed until the next turn in rotation. If so changed, it shall be considered as a bid out of turn and subject to the penalty, as provided in Law 37.

## DOUBLING AND REDOUBLING

44. Doubling and redoubling doubles and quadruples the value of each trick over six in the score towards game, but it does not alter the value of the declaration in its regular order in the bidding.

45. Any declaration may be doubled and redoubled once, but not more; a player may not double his partner's declaration, nor redouble his partner's double but he may redouble a declaration of his partner which has been doubled by an adversary.

The penalty for redoubling more than once is 100 points in the adverse penalty score, or a new deal, as a bid out of turn. (See Law 37) for doubling a partner's declaration or redoubling a partner's double 50 points shall be added in

the adverse penalty score. Either adversary may demand any penalty enforceable under this law.

46. Doubling or redoubling reopens the bidding (except as provided in Law 39). When a declaration has been doubled or redoubled, anyone of the three succeeding players, including the player whose declaration has been doubled, may in his proper turn make a further declaration of higher value.

47. When a player whose declaration has been doubled wins the declared number of tricks odd, for making his contract, or if the final declaration is the nullo and the opponents take the number of tricks odd declared, he scores a bonus of 50 points in his bonus score, and a further 50 points for each additional trick beyond the declared number. When he or his partner has redoubled, he scores 100 points in his bonus score for making his contract and 100 points for each extra trick beyond the declared number.

48. A double or redouble is a declaration, and a player who doubles or redoubles out of turn is subject to the penalty provided by Law 37.

49. After the final declaration has been accepted, the play begins; the player on the left of the declarer leads, except when the final declaration is the nullo and the declarer has bridged the play of the dummy hand to his partner, when the player on the left of the partner leads.

### CARDS EXPOSED BEFORE PLAY

50. After the deal and before the declaration has been finally determined, if any player lead or expose a card, there must be a new deal.

51. After the declaration has been accepted as final, and before the original lead, if the partner of the proper leader expose or lead a card, the declarer may treat it as exposed, and may also call a suit lead from the proper leader. A card exposed by the original leader, after the final declaration and before the lead, is subject to call.

## DUMMY

52. As soon as the proper original lead has been made, the next in turn places his cards face upward on the table, which hand becomes the dummy or open hand.

53. The dummy has all the rights of a player (including the right to call attention to a lead from a wrong hand) until his cards are placed face upward on the table. He then becomes the dummy and takes no part whatever in the play, except that he has the right:

(*a*) To participate in the discussions of any disputed question of fact, or an improper claim of either adversary after it has arisen between the declarer and either adversary.

(*b*) To correct an erroneous score.

54. Should the dummy call attention to any incident in the play, in consequence of which any penalty might have been exacted, the declarer may not exact such penalty. If such incident in the play, in consequence of which no penalty

might have been exacted, the opponents shall score 50 points in the penalty score.

55. If the dummy, by touching a card or otherwise, suggests a play of one of the cards in the dummy hand, either adversary may require the declarer to play or not to play such card, or either adversary may choose which card declarer shall play, if more than one card has been touched or suggested. Or, if either adversary prefer, he may elect to add 50 points to his penalty score.

56. If the dummy call to the attention of the declarer that he is about to lead from the wrong hand, either adversary may require that the lead be made from that hand, or may elect to add 50 points to his penalty score.

57. Dummy is not subject to the revoke penalty. If a revoke is made in the dummy hand and the error be not discovered until the trick be turned and quitted, whether by the rightful winners or not and the next proper lead made, the trick must stand.

58. A card from the declarer's hand is not played until actually quitted, but should he name or touch a card in the dummy hand, such card is played, unless he say "I arrange," or words to that effect. If the declarer touch for play two or more cards in the dummy hand, the adversary next in turn to the dummy hand may elect which card shall be played by declarer from the dummy hand.

## LEADS OUT OF TURN

59. If either adversary of the declarer's lead out of turn, the declarer may either treat the card so led as exposed or may call a suit as soon as it is the turn of either adversary to lead. Should they lead simultaneously, the lead from the proper hand stands, and the other card is exposed.

60. If the declarer lead out of turn, either from his own hand or dummy, he incures no penalty, but he may not rectify the error unless directed to do so by an adversary. The rule in Law 41 as to consultations governs the right of adversaries to consult as to whether such direction be given. If the second hand play, the lead is accepted and cannot be changed.

61. If an adversary of the declarer lead out of turn, and the declarer follow either from his own hand or dummy, the trick stands. If the declarer before playing refuse to accept the lead, the leader may be penalized as provided in Law 59.

62. If a player called on to a lead a suit have none of it, the penalty is paid.

## CARDS EXPOSED DURING PLAY

63. After the original lead, all cards exposed by the declarer's adversaries are liable to be called and must be left face upward on the table.

64. The following are exposed cards:

(1) Two or more cards played simultaneously;
(2) A card dropped face upward on the table, even though snatched up so quickly that it cannot be named;

(3) A card so held by a player that his partner sees any portion of its face;
(4) A card mentioned by either adversary as being held in his or his partner's hand.

65. A card of either adversary dropped on the floor or elsewhere below the table, or so held, that it is seen by a declarant or dummy but not by the partner, is not an exposed card.

66. Two or more cards played simultaneously by either of the declarer's adversaries give the declarer the right to call any one of such cards to the current trick and to treat the other card or cards as exposed.

67. Should an adversary of the declarer expose his last card before his partner play to the twelfth trick, the two cards in his partner's hand become exposed, must be laid face upward on the table, and are subject to call.

68. If, without waiting for his partner to play, either of the declarer's adversaries play or lead a winning card, as against the declarer and dummy and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks. The other cards thus improperly played are exposed.

69. If either or both of the declarer's adversaries throw his or their cards face upward on the table, such cards are exposed and liable to be called; but if either adversary retain his hand, he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer say, "I have the rest," or any words indicating the remaining

tricks or any number thereof are his, he may be required to place his cards face upward on the table. He is not then allowed to call any cards his adversaries may have exposed, as a result of his statement, nor to take any finesse not previously proven a winner, unless he announces it when making his claim for the rest.

70. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 73, 78, and 95) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 51, 59, and 95,) or if, when called upon to win or lose a trick, he fail to do so when he can (Laws 68, 73, and 96) or if, when called upon not to play a suit, he fail to play as directed (Laws 50, and 51), he is liable to the penalty for revoke (Law 77) unless such play be corrected before the trick be turned and quitted.

71. A player cannot be compelled to play a card which would oblige him to revoke.

72. The call of an exposed card may be repeated until it be played; each failure to so play being subject to the penalty of a revoke.

### CARDS PLAYED IN ERROR

73. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be required to play his highest or lowest card of the suit led, or to win or lose the trick. In such case, if the second hand be void of the suit led, the declarer in lieu of any other penalty may call upon the second hand to play the highest card of any designated suit.

If he name a suit of which the second hand is void, the penalty is paid. Should the declarer play third hand before the second hand, the fourth hand may without penalty play before his partner.

74. If any one, except dummy, omit playing to a trick, and such error be not corrected until he has played to the next, the adversaries or either of them may claim a new deal; should either decide that the deal stand, the surplus card (at the end of the hand) is considered played to the imperfect trick, but does not constitute a revoke therein. As to the right of adversaries to consult, see Law 41).

75. When any one, except dummy, plays two or more cards to the same trick and the mistake is not corrected, he is answerable for any consequent revokes he may make. When the error is detected during the play, the tricks may be counted face downward, to see if any contain more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and such card or cards restored to the original holder. Either adversary may decide which card shall be considered played to the trick which contains more than four cards.

## THE REVOKE

76. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke when the trick in which it occurs is turned and quitted by the rightful winners (i. e., the hand removed from the trick after it has been turned face downward on the table, or when either the revok-

ing player or his partner, whether in turn or otherwise, leads or plays to the following trick. See Law 70.)

77. The penalty for each established revoke is:

(*a*) When the declarer revokes, he cannot score for tricks and his adversaries add 100 points to their score in the penalty column, in addition to any penalty which he may have incurred for not making good his declaration.

(*b*) When either of the adversaries revokes, the declarer may either add 100 points to his score in the penalty column or take three tricks from his opponents and add them to his own. Such tricks may assist the declarer to make good his declaration and to score a slam or little slam bid, and shall entitle him to score the bonus in the penalty column in case the declaration has been doubled or redoubled.

(*c*) When, during the play of a deal, more than one revoke is made by the same side the penalty for each revoke is 100 points.

78. If a player correct his mistake in time to save a revoke any player or players who have followed him may withdraw his or their cards and substitute others, and the cards so withdrawn are not exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed, and the declarer may call it whenever he pleases, or he may require the offender to play his highest or lowest card of the suit to the trick, but this penalty cannot be exacted from the declarer.

79. At the end of the play the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim

may be urged and proved if possible; but no proof is necessary and the claim is established if, after it is made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, or admit the revoke.

80. A revoke cannot be claimed after the cards have been cut for the following deal.

81. Should both sides revoke, an equal number of times in the same hand, no score is permitted, and there must be a new deal; if one side revoke more than once, the penalty of 100 points for each extra revoke is scored by the other side.

## SCORING

82. Each side shall keep a trick score and a score for all other counts, known as the penalty and bonus score. In the trick score, the only entries made are points for tricks won when declarant fulfills his contract, (See Law 83) which count both toward the game and in the total of the rubber.

All other points, including penalties, Little Slam, and Grand Slam, are recorded in the penalty and bonus score, which counts only in the total of the rubber and constitute all penalties and the bonus for Grand Slam, Little Slam and under tricks.

83. When the declarant wins the number of tricks "odd" bid or more, or compels the adversaries on a nullo declaration to take that number of tricks "odd" bid or more, each trick above six shall be counted on the trick score of the declarant; 10 points for each trick "odd" whatever the declaration—spade, club, diamond, heart, no-trump, or nullo, or any of these declarations bid "royal."

84. A game consists of 40 points, made by tricks "odd" alone. Every deal must be played out whether or not during it the game be concluded, and any points made (even if in excess of 40) are counted.

85. There shall be no count for the holding of any honors—ace, king, queen, knave, or ten.

86. A Grand Slam is made when partners declare and take 13 tricks. The Grand Slam counts 250 points in the bonus score, only when declared.

87. A Little Slam is made when partners bid and take 12 tricks. The Little Slam counts 100 points in the bonus score, only when declared.

88. The values of the Grand Slam or Little Slam are not effected by doubling or re-doubling.

89. At the conclusion of a rubber, the trick and penalty and bonus score of each are added, and 250 additional points are added to the score of the winners of the rubber. The result of the rubber is the difference between the completed scores, and constitutes the winner's score. If the final score of the losers of the rubber exceeds that of the winners, the losers win the amount of the excess.

90. When a rubber is started with the agreement that the play shall terminate, (i. e., no new deal shall commence) at a specified time, or upon the happening or not happening of a particular event, and the rubber is unfinished at that time, the score is made up as it stands, 125 being added to the bonus score of the winners of a game. A deal, if started, must be finished, unless either side is willing to retire and grant the opponents 250 points in the bonus score.

91. A proven error in the penalty and bonus score may be corrected at any time before the score of the rubber has been made up and agreed upon.

92. A proven error in the trick score may be corrected at any time before the declaration has been made in the following game, or if it occur in the final game of the rubber before the score has been made up and agreed upon.

### THE RUBBER

93. The partners first winning two games win the rubber. When the first two games decide the rubber, a third game is not played.

### GENERAL RULES

94. A trick turned and quitted may not be looked at (except under Law 75) until the end of the play. The penalty for the violation of this law is 25 points in the adverse penalty score.

95. Any player during the play of a trick or after the four cards are played and before the trick is turned and quitted, may demand that the cards be placed before their respective players.

96. When an adversary of the declarer, before his partner plays, calls attention to the trick, either by saying it is his, or, without being requested to do so, by naming his card or drawing it toward him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

97. If an adversary of the declarer, during the play, make any unauthorized reference to any incident of the play, the

declarer may call a suit from the adversary whose next turn it is to lead.

98. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

99. The infraction of any rule where a specific penalty is not provided therein, is a penalty of twenty-five points.

## NEW CARDS

100. Unless a pack be imperfect, no player has the right to call for one new pack. When fresh cards are demanded, two packs must be furnished. When they are produced during a rubber, the adversaries of the player demanding them have the choice of the new cards. If it be the beginning of a new rubber, the dealer, whether he or one of his adversaries call for the new cards, has the choice. New cards cannot be substituted after the pack has been cut for a new deal.

101. A card or cards torn or marked must be replaced by agreement or new cards furnished.

## BYSTANDERS

102. While a bystander, by agreement among the players, may decide any question, he should not say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.

## ETIQUETTE OF AUCTION

In the game of Auction slight intimations convey much information. The code succinctly states laws which fix penalties for every offence. To offend against etiquette is far more serious than to offend against a law; for in the latter case the offender is subject to the prescribed penalties; in the former his adversaries are without redress.

I. Do not complain.

II. Accept your penalties gracefully, you deserve them and your opponents did not make the rules.

III. Declarations should be made in a simple manner, thus: "one heart", "one no-trump," "one nullo," "one heart royal," "one nullo royal," "pass" "no bid," "double;" they should be made orally and not by gesture.

IV. Aside from his legitimate declaration, a player should not show by word or gesture the nature of his hand, or his pleasure or displeasure at a play, bid, pass or double.

V. If a player demand that the cards be placed, he should do so for his own information and not to call his partner's attention to any card or play.

VI. An opponent of the declarer should not lead until the preceding trick has been turned and quitted; nor, after having led a winning card, should he draw another from his hand before his partner has played to the current trick.

VII. A card should not be played with such emphasis as to draw attention to it.

VIII. A player should not purposely incur a penalty because he is willing to pay it, nor should he make a second revoke to conceal a first.

IX. Conversation during the play should be avoided, as it may annoy players at the table or at other tables in the room, and the slightest conversation bearing on the hand or play must have a possible inference or it would not be made.

X. The dummy should not leave his seat to watch his partner play, or to look at any hand. He should not call attention to the score nor to any card or cards that he or the other players hold.

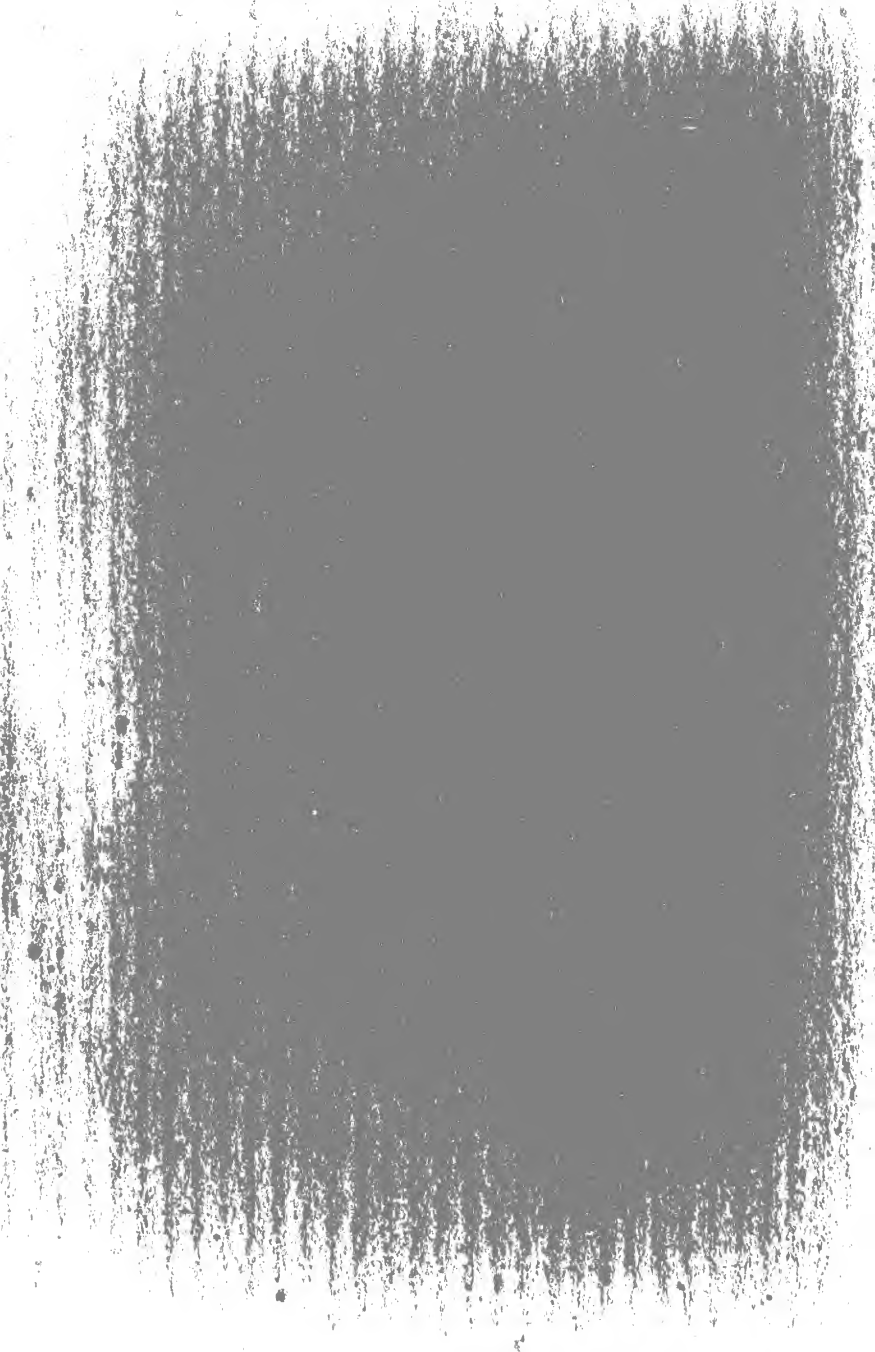
XI. If a player say, "I have the rest," or any words indicating that the remaining tricks, or any number thereof, are his, and one or both of the other players expose his or their cards, or request him to play out the hand, he should not allow any information so obtained to influence his play.

XII. If a player concede, in error, one or more tricks, the concession should stand.

XIII. A player having been cut out of one table should not seek admission in another unless willing to cut for the privilege of entry.

XIV. A player should not look at any of his cards until the end of the deal.

XV. No player should indicate a choice of lead or play by drawing or touching his cards. Decide on the card to play and avoid useless arguments or unfairness.



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